

THE ULTIMATE CARD AND MAGAZINE COLLECTION

£2.50 FORTNIGHTLY

DOCTOR • WHO

28

BATTLES IN TIME



THE WIRE
TELEVISION TERROR!

ISSUE 28 CONTENTS

- 04 Gameplay: Deck Doctor
- 06 Weeping Angel VS Scarecrow Group
- 08 Episode 27: Doomsday
- 09 The Ultimate Battle!
- 10 The Wire is huuuunnngggrrry!
- 16 Comic Strip: Operation Lock-Up
- 20 Life in the Fast Lane!
- 22 Brain Busters
- 24 Horrible Henchmen!

HOW TO ORDER...

SUBSCRIBE TODAY!

Never miss a single issue of **Doctor Who Battles in Time!** Have your magazine and cards delivered straight to your door with FREE postage and packing! See the order form in earlier issues, or visit our website at:

www.battlesintime.com

FROM YOUR NEWSAGENT

Your local newsagent will be happy to take your regular order. Sign up today!

BACK ISSUES

Complete your collection by ordering any missing issues. Each issue costs £2.50. (Issue 1 is £1.50). Postage is free. Add an extra £1.50 postage and packing for issue 2. Write to: **Doctor Who Battles in Time**, Database Factory UK Ltd, Unit 4, Pullman Business Park, Pullman Way, Ringwood, Hants, BH24 1HD. Make cheques payable to: Doctor Who Battles in Time

FOR ENQUIRIES & BACK ISSUES:

Phone: 0871 277 0067 (Calls cost 10p a minute, and a telephone subscription should only take an average of 2 minutes to complete)
Fax: 0870 742 4144 **Web:** www.battlesintime.com

OVERSEAS MARKETS BY SUBSCRIPTION

AUSTRALIA: Phone (03) 9872 4000, write to: **Doctor Who Battles in Time**, PO Box 3460, Nunawading, VIC 3131, visit www.battlesintime.com or e-mail bissett@bissettmags.com.au

NEW ZEALAND: Phone (09) 308 2871, write to: **Doctor Who Battles in Time**, Private Bag 47-906, Ponsonby, Auckland, visit www.battlesintime.com or e-mail subs@ndc.co.nz

SOUTH AFRICA: Phone (011) 265 4308, write to: **Doctor Who Battles in Time**, Private Bag 9, Centurion, 0046 or e-mail service@jacklin.co.za

Back issues are available from your newsagent in Australia, New Zealand and South Africa, or by contacting the numbers above.

With thanks to: Kate Beharrell, Steve Cole, Alan Craddock, Ian Grutchfield, Matt Nicholls, Edward Russell, Gary Russell, Lee Sullivan, The Mill, Alex Thompson and the Doctor Who Art Department.

BBC BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (word marks and devices) are trademarks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. Doctor Who logo © BBC 2004. TARDIS image © BBC 1963. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedlar/Gerry Davis 1963. K-9 image © BBC/Bob Baker/Dave Martin 1963. The Daleks were created by Terry Nation. The Cyberman was created by Kit Pedlar and Gerry Davis. The K-9 was created by Bob Baker and Dave Martin. Licensed by BBC Worldwide Limited. Published by GE Fabbri Ltd, The Communications Building, 7th Floor, 48 Leicester Square, London WC2H 7LR

PROJECT MANAGER: Jason Lobarik, **EDITOR:** Claire Lister, **WRITER/SUB:** Kieran Grant, **ART EDITOR:** James King, **DESIGNERS:** Dan White, Carly Giles, John Singh

GAMEPLAY ICON

Use the red and green power icons to beat your opponent!

STEP 1

PLAYER 1



PLAYER 2

Each player starts with a face-down row of 5 cards, one for each category. Remember to remove all duplicates and bonus cards.

Start with Intelligence and work your way through the five categories. Player 1 turns over the first card in their row and attacks with the green rating. Player 2 defends themselves with their red rating.



PLAYER 2
LOSES!



PLAYER 1

PLAYER 2

BOOSTER!

STEP 2

Now it's time to check your icons. Player 1 can add 1000 points to their score for every green icon on their card. So, two green icons would boost the score by 2000!

Player 2 can then boost their defence score by 1000 points for each red icon on their card!

PLAYER 1



3900 + 1000
= 4900!

PLAYER 2



3100 + 3000
= 6100!

PLAYER 2 WINS!

REMEMBER!

It's a game of chance, but the icons can turn the tables on any battle!

STEP 3

Whoever wins takes the cards for their pile of winnings. Play then continues through all categories until there is an ultimate winner!

PLAYER 1



4 CARDS

PLAYER 2



6 CARDS



DECK DOCTOR

The Invader set features six ultra-rare cards with fantastic moving images! Here are the first four – look out for more in future issues...

If you manage to find an ultra-rare card, you're ultra-lucky – there's only one in every 24 packs!

CARD FOCUS

There are 10 amazing super-rare cards to collect too...

TARDIS CREW!

Look out for the Doctor, Martha and Captain Jack all on the same Hero card!



INTELLIGENCE 9500!

THE MASTER'S REGENERATION

Search your deck and add the Master to your hand.

Search your deck and add the Master to your hand.

Search your deck and add the Master to your hand.

REGENERATION

Watch in horror as the Master is reborn, then add the evil Time Lord to your hand!

CARRIONITE TRANSFORMATION

Use this to replace any HUMAN card in your deck with a MONSTER.

CARRIONITE TRANSFORMATION

You can swap any HUMAN card with a scary MONSTER when Lilith's face changes.



437

JUDOON UNMASKING

Search your deck for JUDOON cards and add them to your hand.

JUDOON UNMASKING

UR 062/225

JUDOON UNMASKING

Search your deck for JUDOON cards and add them to your hand.

JUDOON UNMASKING

UR 062/225

UNMASKING

Use this Judoon card to summon an army of intergalactic police.

546

BLINK

Force your opponent to move their top card to the bottom of the deck.

BLINK

UR 171/225

BLINK

Force your opponent to move their top card to the bottom of the deck.

BLINK

UR 171/225

BLINK

If you close your eyes for a second, this Weeping Angel will attack!

TERROR TIMELINE!

Earth's history is full of monsters, but do you know the year in which the Doctor met each of these creatures?

HINT! The cards are in chronological order – so the last one is the most recent.

WEREWOLF

The Doctor was aiming for 1979 but got the night wrong by 100 years!

THE FAMILY OF BLOOD

These aliens brought death and destruction to England a year before World War One started.

DALEK SEC HYBRID

New York was just getting over the Wall Street Crash of 1929 when he was created.

EMPTY CHILD

World War Two had been raging for two years when the Chula nanogenes came down in the Blitz.

TURN TO PAGE 29 FOR THE ANSWERS

WEEPING ANGEL

MONSTER PROFILE

HEIGHT	1.98m
LIFE FORM	ABSTRACT
TEAMWORK	HIGH
ALIGNMENT	EVIL

WHAT IS IT? One of four killer statues that haunted an old house called Wester Drumlins. They sent their victims back in time so they could feed off their 'potential energy'.

WHAT'S IT LIKE? Very deadly and faster than the blink of an eye! If you look at a Weeping Angel it turns to stone – but the second you look away it attacks!

WHAT'S IT GOOD AT? Sneaking up on its victims while looking like an innocent statue! And being one of the scariest monsters the Doctor has ever encountered!



HAVE YOU SEEN
THESE OTHER
CARDS FROM
'BLINK'?

ANGEL WINS ON

INTELLIGENCE:

7300 vs 100

AGILITY:

8500 vs 5800

STAMINA:

7900 vs 7000

SPECIAL ABILITIES:

8300 vs 2600

FEAR FACTOR:

9200 vs 8400



TOTAL 5/5

WEEPING

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!



SCARECROW

GROUP

MONSTER PROFILE

HEIGHT 1.82m

LIFE FORM STRAW

TEAMWORK ADVANCED

ALIGNMENT EVIL

WHO ARE THEY? Straw-filled soldiers who came to life in the fields around Farringham school and kidnapped humans for the Family of Blood to possess!

WHAT ARE THEY LIKE? Mindless and bloodless, they're a bundle of hay and sackcloth tied up with string. You can even pull their arms off! But if they want to get you, then they will...

WHAT ARE THEY GOOD AT? Lolloping around and snatching unwary humans! They're good at taking orders too, even if they get cut to pieces by machine-gun fire!



SCARECROW
GROUP LOSES

ANGEL WINS!

TOTAL 0/5



HAVE YOU
GOT THESE
FAMILY
FIENDS?

RELIVE THE DOCTOR'S ADVENTURES

FAQ EPISODE 27 DOOMSDAY

Earth is caught in a war between the Doctor's deadliest enemies...

Q Which episode is this?

The Cult of Skaro declares war on five million Cybermen with humanity stuck in the middle! The Doctor saves the day, but Rose gets stuck on parallel Earth.

Q What is the Cult of Skaro?

A special squad of four Daleks, who thought up new ways of killing enemies!

Q But aren't all the Daleks dead?

They survived the Time War by hiding in a spherical Void Ship.

Q How can four Daleks win against so many Cybermen?

Easily – Dalek Sec says it's more like pest-control than war! Plus, the Daleks have the Genesis Ark.

Q What's the Genesis Ark?

A Time Lord prison ship. Like the TARDIS, it's bigger on the inside – and it contains millions of captured Daleks!

Q Does the Doctor have a plan?

He opens the Void and sucks all the Daleks and Cybermen into the howling wilderness between worlds!

Q What happens to Rose?

She almost ends up in the Void too, but Pete rescues her and zaps her back to parallel Earth, where she's trapped.

**Daleks, be warned.
You have declared war
upon the Cybermen!**



BAD WOLF-BAY!

Q Does Rose Tyler ever see the Doctor again?

Once, and only for two minutes! She travels all the way to Bad Wolf Bay in parallel Norway just to say goodbye!

THE ULTIMATE BATTLE!

Can you get to the Lever Room and open the Void before the Daleks and Cybermen conquer Earth?

START

INSTRUCTIONS

1. Shuffle your character cards and stack them face down. Each player must place a marker on the start.
2. Move forward one space each turn.
3. If you land on a sphere pick a card and follow the directions. Carry on until you land on a Dalek or Cyberman, or have to miss a turn.
4. The winner is the first person to reach the centre.

Daleks fly out of the open Void Ship!
If your red Agility is over 5000 move 2 spaces. If not, move 1.

Dalek Thay and Cybermen engage in combat!
Dalek Thay wins.
If your green Stamina is higher than your red, move 3 spaces. If not, move 2.

You get to the Lever Room to find Cybermen everywhere!
If your card is a Hero you move 2 spaces. If not, move 1.

WELL DONE!
The Daleks and Cybermen have been sucked into the Void!

The Ark opens and millions of Daleks swarm over London!
If your green Intelligence is below 4800, miss a go. If not, move 2.

You set the co-ordinates and re-open the Void! Hold on tight!
If your red Fear Factor is higher than your green then move 2. If not, move 1.

The Cult of Skaro extract Dr Singh's brainwaves!
If your green Fear Factor is above 4000 move 2 spaces. If not, move 1.

Dalek Sec is priming the Genesis Ark.
If your Special Abilities is over 5000 move 1. If not, miss a go.

Dalek Thay has followed you into the corridor.
If your card number is below 200 move 2 spaces. If not, move 1.

You run out of the Sphere Chamber - into two Cyber scouts!
If you have a rare card move forward 1 space. If not, miss a go.





THE WIRE QUIZ

**Are you all wired up?
It's time to find out...**

**Q1. Which household appliance
does the Wire take control of?**

- a) Television
- b) Microwave
- c) Electric pepper mill

**Q2. How do the Doctor and
Rose travel around London?**

- a) Cadillac
- b) Moped
- c) Pogo stick

**Q3. What was the name of the
TV salesman who becomes the
Wire's servant?**

- a) Mr Finch
- b) Mr Magpie
- c) Mr Bald Eagle

**Q4. Where did the Doctor think
the TARDIS had landed?**

- a) York
- b) New York
- c) New New York

**Q5. What happened to the
Wire's victims?**

- a) Their faces were stolen!
- b) Their brains turned to soup!
- c) They got square eyes!

**Q6. The Wire wanted to
transmit its deadly signal
from which building?**

- a) Buckingham Palace
- b) Alexandra Palace
- c) The Palace of Doom



MAC
el

WHAT'S GOING ON?

Weird things have been happening in Florizel Street...

1 There are too many TV aerials in the street. Not many people had TV sets in 1953, but nearly every house has one!

2 Mr. Figgie was nearly bankrupt six months ago - now he's doing really well selling his TV sets at incredibly cheap prices.

3 The police show up at certain houses and bundle people into vans without warning!

4 Mysterious 'men in black' are driving around in cars with sinister tinted windows.

5 Tommy's Gran is locked in her room. He can hear her bumping about up there.

ALLY/PALLY!

Alexandra Palace in North London had the biggest TV transmitter in Britain in 1953. The Doctor has to climb up it when Maggie tries to plug his alien mistress into the tower.

KEEPING MUM

Rita is torn between loyalty to her husband and her mother, but in the end she throws Eddie out!

FATHER KNOWS BEST!

Tommy's dad Eddie is a bit of a bully and is suspicious of the Doctor when he asks questions about what's going on.

EARLY VICTIM

After the Wire takes Tommy's Gran's face and brain Eddie keeps her locked up because he's ashamed and doesn't understand what's happened.

28

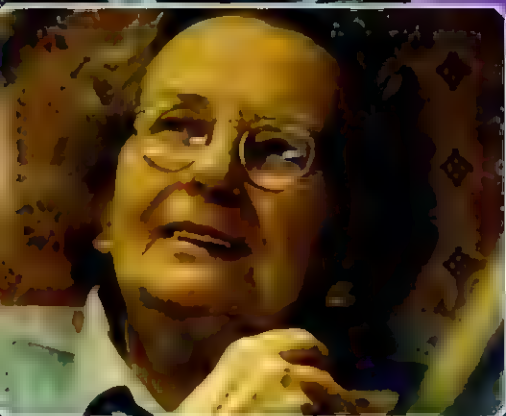
THE WIRE

IS HUUUUUNG GRRRYYY

It's London in 1953 and TV sets are stealing people's faces! Doctor and Rose discover that the greedy alien Wire has taken over the airwaves and is planning a huge and horrible feast.

TELEVISION ADDICT...

Tommy is desperate for a TV, but his Gran heard a rumour that TV rots people's brains. She's not far off the truth! After they escape from Magpie's shop, the Doctor gets Tommy to help him stop the Wire before it feeds again.



WIRE

POLICE COVER UP!

The crew believed the Ood would pine away and die if they weren't given orders. As a result they did the humans' dirty work. They were referred to as livestock and

MR MAGPIE

Mr Magpie owns a shop that sells electrical appliances but is not making much money, so then the Wire zaps into one of his TV sets and forces him to do its bidding. Soon even the people in Muswell Hill have a deal: a new TV in their home!



TOP 10 WIRE FACTS

1 The Wire was executed by its own people...

2 ...but it managed to escape in electrical form and fled across the galaxy!

3 It's using the image of the woman who announces TV shows to communicate with humans.

4 The Wire is weak and trapped in Mr Magpie's TV set to begin with, but it plans to take on solid form.

5 The Wire feeds off the electrical impulses in its victims' brains.

6 It also steals people's memories - and their lives!

7 The Wire came to 1953 because it knew loads of people would be watching the Coronation.

8 It can hop from one TV to another, or even into Magpie's portable TV.

9 The Wire planned to use the transmitter at Alexandra Palace to carry out its terrible plan.

10 The Doctor defeated the Wire by trapping it on a video tape - and he's going to tape over it too!

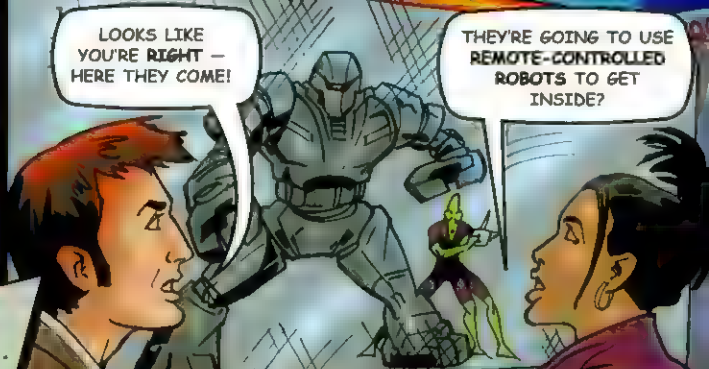
FACELESS FRIENDS!

Rose makes the mistake of looking into Magpie's TV - and the Wire absorbs her face! She's left a faceless zombie and is rounded up by the baffled police.

that
He's
but
one of
n to
yone
dly

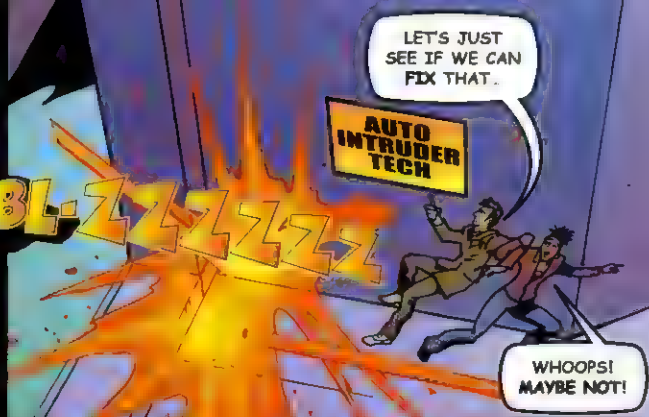
OPERATION LOCK-UP

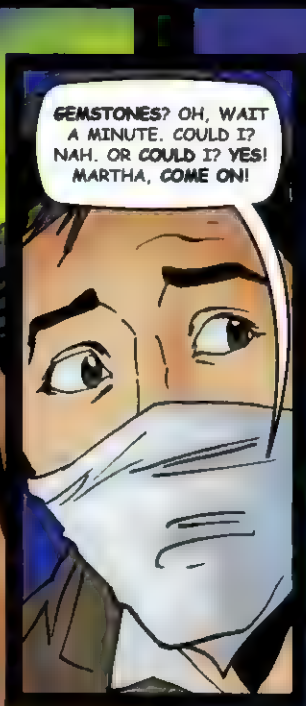
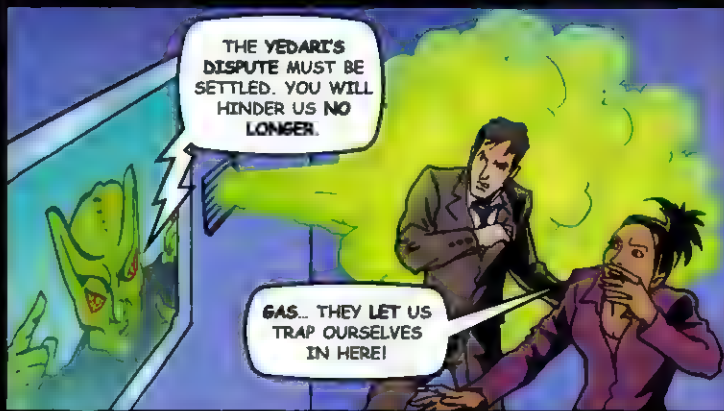
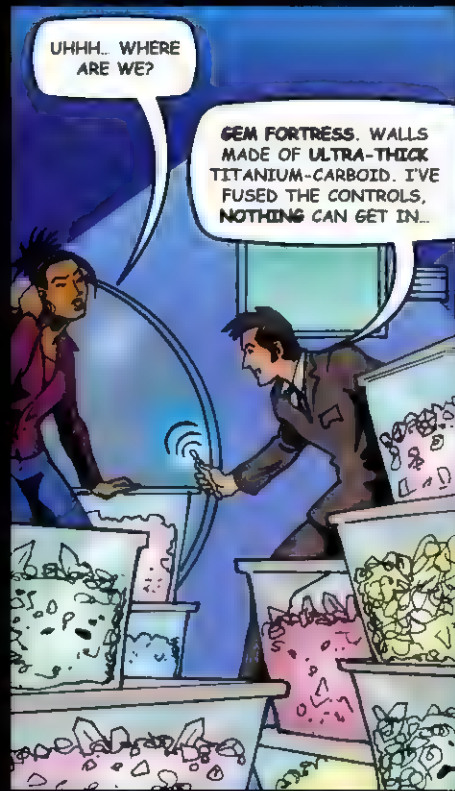
On the trail of alien robbers, the Doctor and Martha travel to Tokyo in the future...



Written by Steve Cole, Ink by Lee Sullivan, Colours Alan Craddock







ENERGY SUCH AS THE
RESONATING BEAM OF
THE SONIC SCREWDRIVER.
IF I CAN GET THE RIGHT
FREQUENCY...



WHIRRRR

...THE GEMS SHOULD
FOCUS THE VIBRATIONS
DOWNWARDS AGAINST
THE FLOOR.

GASP! HURRY,
DOCTOR...



WHIRRRRRUMBLE

THE FLOOR'S
GIVING WAY!

YES! THE WEAKEST
POINT! HA, PURE
GEMS — THOUSAND-
AND-ONE USES...



OOF! BUT THEY
MAKE LOUSY
CUSHIONS...



DOCTOR, THE ROBBERS!
THEY'RE TELEPORTING AGAIN!
DO WE FOLLOW THEM?

BETTER THAN THAT. THIS
TIME, WE'LL RIDE THEIR
TELEPORTATION FIELD —
AND TRAVEL WITH THEM!



TO BE CONTINUED...



LIFE IN THE FAST LANE!

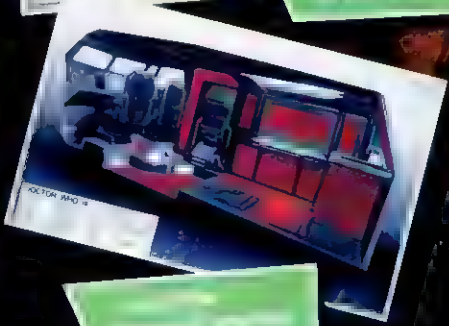
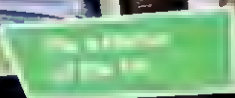
Fasten your seatbelts! We take a look at how the New New York cars took to the air in 'Gridlock'...

REVING UP!

The art department gets the show on the road by coming up with lots of designs for the car. 'Gridlock' is set in the New New York slums, where everything is futuristic, but dirty and dingy. So the final design is like a beat-up old camper van - that flies!



DOCTOR WHO IS



DOCTOR WHO IS



BUILDING SPEED

2

The next step is to create a full-scale car! The art department builds a giant prop out of wood and fibreglass, complete with grimy windows, headlights and windscreen wipers!

GREEN FOR GO!

3

Building a motorway with thousands of cars would cost a fortune! So David Tennant has to act against a green backdrop for the scenes in which he jumps from car to car. This 'green screen' will allow digital-effects company **The Mill** to add the motorway as computer generated imagery (CGI).

REDRESS TO IMPRESS

The production team made it look like the Doctor visited lots of different cars by redressing the same basic set over and over again!

FULL THROTTLE!

4 The Mill create the ultimate traffic jam, with loads of moving vehicles, using CGI! The pincer-snapping Macra and the New New York Overcity are CGI creations too, making 'Gridlock' one of the biggest and most dazzling digital-effects adventures yet!

THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE
FAR TOO TOUGH FOR
PUNY HUMAN BRAINS!

HOW DID
YOU DO? LOOK
AT PAGE 23 FOR
THE ANSWERS

PARTY TIME!

Everyone in Florizel Street is getting ready for the Coronation party! Can you help rearrange this banner so it makes sense?

V E E N G O D
S A T H E Q U

ANSWER

LOSING FACE!

The Wire has stolen these characters' faces. They're not all from the same episode, but can you tell who they are?

A

B

C

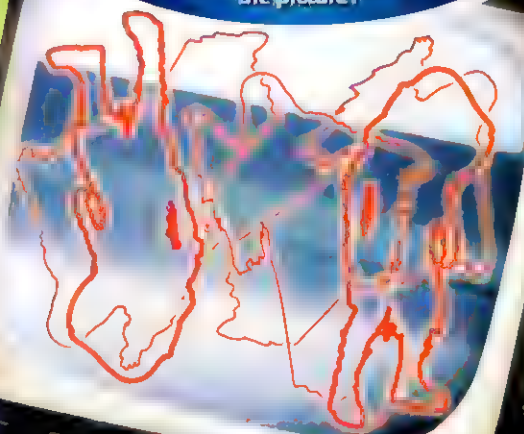
D

THE WIRE ATTACKS!

Which of these faces belongs to the body?



This old TV set is playing up! Can you work out how many Judoon and how many Carrionites there are in the picture?



COMING IN ISSUE 29...



PUZZLE ANSWERS

- TERROR TIMELINE**
1. 1879
 2. 1913
 3. 1930
 4. 1941
- THE WIRE QUIZ**
- Q1. a) Television
 - Q2. b) Moped
 - Q3. b) Mr Magpie
 - Q4. b) New York
 - Q5. a) Their faces were stolen
 - Q6. b) Alexandra Palace
- BAD RECEPTION!**
- A Sarah Jane Smith
 - B Tenth Doctor
 - C Tommy Connolly
 - D Madame De Pompadour
- THE WIRE ATTACKS!**
- A Rita Connolly
- LOOSING FACES!**
- A Sarah Jane Smith
 - B Tenth Doctor
 - C Tommy Connolly
 - D Madame De Pompadour
- GOD SAVE THE QUEEN!**
- A Sarah Jane Smith
 - B Tenth Doctor
 - C Tommy Connolly
 - D Madame De Pompadour
- THE WIRE ATTACKS!**
- A Rita Connolly
- LOOSING FACES!**
- A Sarah Jane Smith
 - B Tenth Doctor
 - C Tommy Connolly
 - D Madame De Pompadour
- GOD SAVE THE QUEEN!**
- A Sarah Jane Smith
 - B Tenth Doctor
 - C Tommy Connolly
 - D Madame De Pompadour

HORRIBLE HENCHMEN!

Think you could handle being a villain's right-hand man? It's harder than it looks...



2 How do you address your boss?

- a Master
- b Max
- c Sir
- d Mistress

1 What do you answer to?

- a Lady Cassandra O'Brien Dot Delta Seventeen
- b The Cult of Skaro
- c John Lumic
- d The Mighty Jagrafess

3 What kind of duties do you perform?

- a Looking for a new body for my mistress
- b Controlling news broadcasts
- c Stealing people to turn into Cybermen
- d Stealing people to turn into Daleks

4 Where is your boss?

- a Battersea Power Station
- b Satellite Five
- c New Earth
- d The Empire State Building

5 How would people describe you?

- a Smarmy, pale and cold-hearted
- b A pushover with a heart of gold
- c Self-serving and ambitious
- d A thug with a conscience

6 Where do you see yourself in five years' time?

- a King of New York City!
- b The Great and Bountiful Human Emperor!
- c The richest man on parallel Earth!
- d Grovelling in a basement with mistress!

HOW DID YOU SCORE?

SCORE SHEET

1. a) 1 b) 2 c) 4 d) 3
2. a) 2 b) 3 c) 4 d) 1
3. a) 1 b) 3 c) 4 d) 2
4. a) 4 b) 1 c) 2 d) 3
5. a) 3 b) 1 c) 2 d) 4
6. a) 2 b) 3 c) 4 d) 1



6-9) Clipping

...and I was a lovely pet
...and I was a lovely pet
...and I was a lovely pet



10-20) The Fiddler

...and I was a lovely pet
...and I was a lovely pet
...and I was a lovely pet



10-15) Mr. Lingo

...and I was a lovely pet
...and I was a lovely pet
...and I was a lovely pet



21-24) Mr. Cleane

...and I was a lovely pet
...and I was a lovely pet
...and I was a lovely pet

455 **HUMAN DALEK 1** 



INTELLIGENCE	5500	3600
AGILITY	5000	5100
STAMINA	7200	7300
SPECIAL ABILITIES	7700	7500
FEAR FACTOR	7800	7400

One of hundreds of homeless people in New York abducted by the Cult of Skaro to be turned into Human Daleks.

INVADER 080225

467 **ESCAPE POD**



Rescue any losing card from capture by your opponent.

Martha and Riley hid in an escape pod to avoid Sun-Possessed Ashdon, but when he released it, they drifted off into space.

INVADER 092/225

575 **JENNY** 



INTELLIGENCE	1100	1500
AGILITY	3000	2600
STAMINA	3700	3200
SPECIAL ABILITIES	1400	1000
FEAR FACTOR	1900	2100

Another maid at the school where Martha worked for John Smith, Jenny was possessed by one of the Family of Blood!

INVADER 200225

538 **JUDOON TROOPER 3** 



INTELLIGENCE	2200	2000
AGILITY	5800	6100
STAMINA	6000	6500
SPECIAL ABILITIES	6300	6700
FEAR FACTOR	7100	6800

While searching for the murderous Plasmavore, the Judoon took a whole hospital to the Moon in order to find her!

INVADER 163/225

567 **PROFESSOR DOCHERTY** 



INTELLIGENCE	5700	6100
AGILITY	4000	4300
STAMINA	3800	4200
SPECIAL ABILITIES	3100	3500
FEAR FACTOR	2900	3300

This professor helped Martha find out what was inside the Toclafane spheres, but then betrayed her to the Master.

INVADER 170/225

532 **LUCY SAXON**
(ONE YEAR ON) 



INTELLIGENCE	5100	5600
AGILITY	4400	4800
STAMINA	4300	4000
SPECIAL ABILITIES	1600	1700
FEAR FACTOR	5700	5500

A year after the Master took over the world, his wife realised she had made a huge mistake and took the ultimate revenge.

INVADER 153/225

381 **PLASMAVORE**
(SUCK ATTACK) 



INTELLIGENCE	3900	4200
AGILITY	2000	1900
STAMINA	5200	5300
SPECIAL ABILITIES	7700	7900
FEAR FACTOR	7100	6800

Hiding from the Judoon in a hospital, this murderous alien sucked bodies dry of blood so her DNA would appear human.

INVADER 006/225

422 **LAZARUS CREATURE** 



INTELLIGENCE	8100	7900
AGILITY	7700	8200
STAMINA	7800	8300
SPECIAL ABILITIES	7400	7600
FEAR FACTOR	9800	8400

When the GMD made Professor Lazarus young again it also unlocked hidden DNA that revealed a monstrous side to him!

INVADER 047/225

393 **TOCLAFANE** 



INTELLIGENCE	2300	1900
AGILITY	8600	8900
STAMINA	8400	8700
SPECIAL ABILITIES	8300	8100
FEAR FACTOR	7100	7700

When the Toclafane were first seen, they promised gifts, but the only thing they brought with them was terror and death.

INVADER 018/225



POLICE PUBLIC CALL BOX

POLICE PUBLIC CALL BOX

DOCTOR WHO

BATTLES

IN TIME

www.battlesintime.com

© BBC 2007

THE WIRE QUIZ

Are you all wired up?
It's time to find out...

Q1. Which household appliance does the Wire take control of?

- a) Television
- b) Microwave
- c) Electric pepper mill

Q2. How do the Doctor and Rose travel around London?

- a) Cadillac
- b) Moped
- c) Pogo stick

Q3. What was the name of the TV salesman who becomes the Wire's servant?

- a) Mr Finch
- b) Mr Magpie
- c) Mr Bald Eagle

Q4. Where did the Doctor think the TARDIS had landed?

- a) York
- b) New York
- c) New New York

Q5. What happened to the Wire's victims?

- a) Their faces were stolen!
- b) Their brains turned to soup!
- c) They got square eyes!

Q6. The Wire wanted to transmit its deadly signal from which building?

- a) Buckingham Palace
- b) Alexandra Palace
- c) The Palace of Doom

THE WIRE DECK

There are loads of cards from 'The Idiot's Lantern' for you to collect - which have you got?



QUICK! TURN OFF
THE TV AND GO TO
PAGE 23 FOR THE
ANSWERS!

MAGPIE
electricals

WHAT'S GOING ON?

Weird things have been happening in Florizel Street...

KEEPING MUM

Rita is torn between loyalty to her husband and her mother, but in the end she throws Eddie out!



FATHER KNOWS BEST!

Tommy's dad Eddie is a bit of a bully and is suspicious of the Doctor when he asks questions about what's going on.

EARLY VICTIM

After the Wire takes Tommy's Gran's face and brain Eddie keeps her locked up because he's ashamed and doesn't understand what's happened.



28

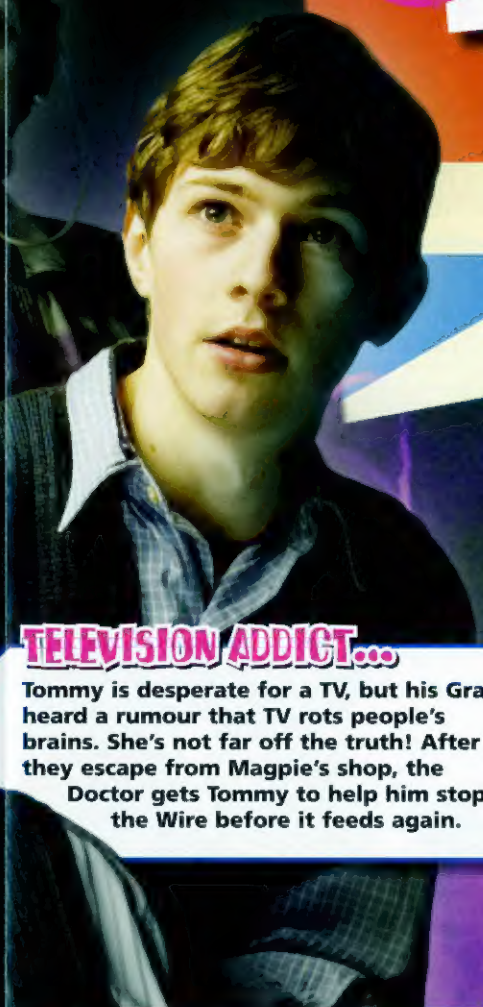
THE WIRE

IS HUUUUUNGRRRRYYY!!

It's London in 1953 and TV sets are stealing people's faces! The Doctor and Rose discover that the greedy alien Wire has taken over the airwaves and is planning a huge and horrible feast...

TELEVISION ADDICT...

Tommy is desperate for a TV, but his Gran heard a rumour that TV rots people's brains. She's not far off the truth! After they escape from Magpie's shop, the Doctor gets Tommy to help him stop the Wire before it feeds again.



POLICE COVER UP!

The crew believed the Ood would pine away and die if they weren't given orders. As a result they did the humans' dirty work. They were referred to as livestock and

MR MAGPIE

Mr Magpie owns a shop that sells electrical appliances. He's not making much money, but then the Wire zaps into one of his TV sets and forces him to do its bidding. Soon everyone in Muswell Hill has a deadly new TV in their home!



FACELESS FRIENDS!

Rose makes the mistake of looking into Magpie's TV - and the Wire absorbs her face! She's left a faceless zombie and is rounded up by the baffled police.



TOP 10 WIRE FACTS

1 The Wire was executed by its own people...

2 ...but it managed to escape in electrical form and fled across the galaxy!

3 It's using the image of the woman who announces TV shows to communicate with humans.

4 The Wire is weak and trapped in Mr Magpie's TV set to begin with, but it plans to take on solid form.

5 The Wire feeds off the electrical impulses in its victims' brains.

6 It also steals people's essences - and their faces!

7 The Wire came to 1953 because it knew loads of people would be watching the Coronation.

8 It can hop from one TV to another, or even into Magpie's portable TV.

9 The Wire planned to use the transmitter at Alexandra Palace to carry out its terrible plan.

10 The Doctor defeated the Wire by trapping it on a video tape - and he's going to tape over it too!

ALLY PALLY!

Alexandra Palace in North London had the biggest TV transmitter in Britain in 1953. The Doctor has to climb up it when Magpie tries to plug his alien mistress into the tower.

